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NINTENDO DS™



**INSTRUCTION BOOKLET
MANUEL D'INSTRUCTIONS**

PLEASE READ CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



Nintendo®



CONTENTS

PROLOGUE	6	BATTLE	23
CONTROLS	8	STAR MENU	32
STARTING A NEW GAME ..	10	SHOP	36
PLAYING THE GAME	12	STAFF CREDITS	38
FIELD	16	MANUEL EN	
ACTIONS	18	FRANÇAIS	42

VIEWING-SCREENSHOTS

The top screen and lower screen (Touch Screen) are shown as follows in this manual:

Top screen



Lower screen
(Touch Screen)

PROLOGUE

A dreadful disease dubbed "the blorbs" has begun to spread throughout the peaceful Mushroom Kingdom, causing the citizens to balloon up and roll around helplessly. With even the Star Sprites at a loss for what to do, Mario™ and Luigi™ set out on an adventure to find the cure!

And then there's everyone's favorite brute, Bowser™, who, as always, tries to abduct Princess Peach™, only to be thwarted once again by Mario. Angry at his defeat, he meets a shady merchant deep in the woods who gives him a "Lucky Shroom," with the promise that it will make him really strong.

"Strong enough to beat Mario?! Really?!" Bowser swallows the mushroom in one gulp...and instantly starts inhaling anything and everything around him! Somehow he arrives at Peach's Castle in this state and ends up inhaling the Mario Bros. because of the mushroom's power.

What'll happen to the Mario Bros. inside Bowser's body? And what about the fate of the Mushroom Kingdom?



**Starlow
(Chippy)**

A Star Sprite that searches for a cure to the blorbs at the behest of Princess Peach.

Mario

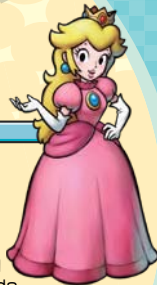
The brave older brother with the exemplary mustache. His signature jump never fails to wow the crowds!



Luigi

The friendly younger brother with the luxurious mustache. Will he again play a big role as he teams up with his bro?

**Princess
Peach**



The princess of the Mushroom Kingdom. She convenes a big meeting at the castle to help all the blorbed Toads.

Bowser



The big bruiser who rules over the Koopas as their king. He'll get Princess Peach this time, if it's the last thing he does...

Fawful



A mad scientist with a brilliant mind. He's concocting some sort of plan...but what is it?



**Broque
Monsieur**



Broggy

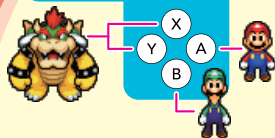
The preeminent block collector of the Mushroom Kingdom. He runs a store with his canine friend.



CONTROLS

Mario & Luigi: Bowser's Inside Story mainly uses button controls, though there are certain instances where you use the stylus. For detailed instructions, please refer to the Actions section **P18** and the Battle section **P23**.

Action Buttons



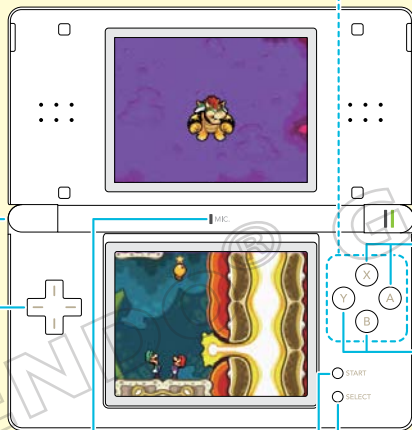
- Individual characters' actions
- Select individual characters' commands (during battle)

L Button

- Cancel (during battle)

+Control Pad

- Select item
- Move
- Choose command block/Select enemy (during battle)



Mic

START

- Display Star Menu **P32**

R Button

- Switch action icons

A/X Button

- Select
- Perform action

B/Y Button

- Cancel

SELECT

- Display map **P35**

Using the stylus

Sometimes you'll use the stylus to perform certain actions in the game. Please use the stylus when and appear on the screen.



Holding the DS sideways

As you play through the game, there will be times when you hold the Nintendo DS system vertically to battle. If a message like the one to the right appears, hold the DS vertically and use the stylus **P31**.



Note:

- If you press **L** + **R** + **START** + **SELECT** simultaneously, you can reset and return to the title screen.
- When you close the Nintendo DS/Nintendo DSi™ system while playing, it goes into Sleep Mode, which preserves the battery life. The DS will wake up out of Sleep Mode when you open it.
- When playing on the Nintendo DS/DSi, please refer to the user's manuals of those respective units.



STARTING A NEW GAME

Make sure that the Nintendo DS system's power is OFF, then firmly insert the Mario & Luigi: Bowser's Inside Story Game Card into the slot until you hear it click.

- 1 When you turn the unit's power ON, the screen to the right will appear. Press (A) or touch the Touch Screen when you understand the contents.



- 2 Choose the Mario & Luigi: Bowser's Inside Story panel using +, then press (A). The title screen will appear.

Note:

- The screen to the right is for the Nintendo DS/DS Lite.
- If your Nintendo DS/DS Lite is set to Auto Mode, you won't need to do this step.

- 3 Choose START GAME! using +, then press (A). The load menu will appear.

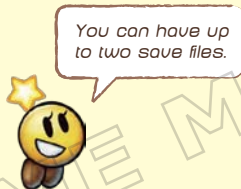
Mic Test

Check your voice level by speaking into the mic.



Load menu

Choose a save file with +, and confirm with (A). When there's save data, a summary and hints will appear on the top screen, and you can scroll with (L) and (R).



Total play time

Number of coins

Levels and ranks



Start

Start from the beginning of the game the first time you play, or start from the last place you saved when there is save data.

Cancel

Return to the screen to select a save file.

Copy

Copy your save data to the other slot.

Erase

Erase save data.

Note: Erased data cannot be recovered, so be careful.

Saving

Save by using save blocks ➡ P16.



PLAYING THE GAME

Move through the game by controlling Bowser on the upper screen and Mario & Luigi on the lower screen. You can also combine Bowser's and Mario & Luigi's powers...

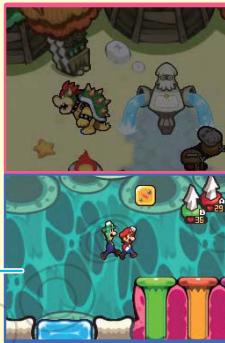
Switching between the upper and lower screens

When Mario & Luigi are in Bowser's body, you can often change which character you're controlling. When you press (A) or (B) you can control Mario & Luigi, and when you press (X) or (Y) you can control Bowser. The screen of the character or characters you're controlling will light up.

Note: During some events, it may not be possible to switch from the character or characters you're controlling.

Lower screen

Control Mario & Luigi.



I am called an Emoglobin, O manual reader. I and others like me exist within our host Bowser's body and will impart our wise-ish words to you. When you find one of our number, jump up and strike us!



The round points are areas within Bowser. When there's a change in Bowser's body, a visible reaction will occur—when you see it, head to the reacting area.



Upper screen

Control Bowser.

Current location

The room where Mario and Luigi are.

Reacting area

Use + or the stylus to switch between areas.

Challenge Node

A place to enjoy minigames as you move through the game.



Toad Square

A gathering of shops selling items and equipment P36.

• If you set a new high score in a minigame, only that record will automatically be saved, NOT your progress in the general game. Be sure to save at a save block before ending your game.

Coordinating the upper and lower screens

Mario & Luigi's actions on the lower screen can affect Bowser on the upper screen, and vice versa. Here are two examples!

Stimulating Bowser's muscles

When Mario & Luigi stimulate Bowser's muscles, Bowser becomes unbelievably powerful.



Giving Bowser water

When Bowser drinks water, his body fills up with liquid.



Adventure hints

Battle starts when you touch an enemy

When you contact an enemy in the field **P16**, battle will begin **P23**. When you win a battle, you'll get EXP (experience points) and coins, and your levels and ranks might go up **P30**.



Prepare for adventure...

Mario & Luigi and Bowser can buy items and equipment at the Toad Square stores and Broque Monsieur's shop, respectively **P36**.

You can check out the items and gear you buy in the Star Menu **P32**.





FIELD

There are all kinds of strange things in the field. When you get stuck, try various actions to proceed **P18**.

Inside Bowser's body (Mario & Luigi only)

Gimmick

There are various types, so keep your eyes open.

Enemy



Action icon **P18**

Indicates the actions you can perform with the action button.

HP

Mario and Luigi's HP (health)

Save block



Save Blocks

When you hit a save block, the save menu comes up. Choose "Save and continue" to save and continue a game, and choose "Save and quit" to save and end a game. When you choose "Back to game," you will return to the game screen without saving.

Note: This will overwrite the save file during play and save it. Please be careful, because you cannot recover the save file once it's overwritten.

Normal field screen

Gimmick

There are several types, so keep your eyes open.

Enemy



Action icon

Bowser's action icon

HP

Bowser's HP (health)

Chakroad (Bowser only)

Chakroads are gateways to special waves that flow to earth from outer space. When you touch a Chakroad, you can fly to any Chakroad you've found so far. Choose the Chakroad that you want to fly to on the map with **+**, then press **X**.

Chakroad



You don't find Chakroads by just walking around. You often have to burn or break things.



ACTIONS

The characters can perform various actions on the field screen. As you continue on your adventure, the actions they can do will increase.

Action buttons

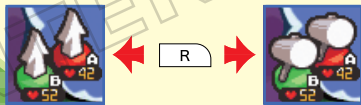
Each button performs various actions: (A) is Mario, (B) is Luigi, and (X) and (Y) are Bowser. Press each button to perform the action displayed on the action icon.

Note: Press the button displaying **BACK** to interrupt an action.



Switching action icons

Once you're able to perform more than one action, you can switch the action icons by pressing **R**.



+ Move

Move with **+**. In Mario & Luigi's case, Mario takes the lead.



Chat

Talk to people in front of you.



Investigate

If you stand in front of something that can be investigated, this symbol will appear.



If you see zee peculiar thing, move up close, honh?



Mario & Luigi solo actions



Jump

Hit blocks and other things from below, and jump while moving to climb up platforms. When you're in the water, you can swim.



Enter pipes

Stand on top of pipes, and press to enter them.



There are different-ish kinds of pipes. Some shoot you high-ish into the air, while others take you far away. You globin me?



Pipe



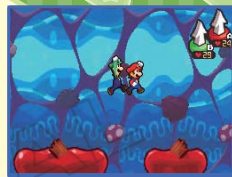
Hammer

When you get the hammer, swing it to break things in front of you, hit switches, and perform similar actions.



Jump

Press and at the same time while moving with to jump across gaps.



Mario & Luigi bros. actions



Mini Mario

Press to make Luigi swing his hammer—it'll make Mario small so he can fit through tiny openings. If you hit Mini Mario one more time, he'll return to normal size.



Spin Jump

Press to make Mario jump on top of Luigi. Press again to make Mario & Luigi spin into the air. Move with while you're in the air to fly across wide gaps.



Bowser actions



Punch

Punch and break rocks and other objects.



Flame

Spit fire, burn trees, light fuses, and more.



Sliding Punch

Punch while moving to break things you couldn't with a normal punch.



Breaking things isn't all you can do with a sliding punch!

BATTLE



If you touch an enemy in the field, battle begins. At that time, if you stomp or punch an enemy, you inflict damage in a preemptive attack.

Battle screen

If all your characters' HP reaches zero, your game is over, and you go back to the load menu. From there you can load your most recent saved game.

Note: If you have a Retry Clock **P33**, even if it's game over, you can redo the battle from the beginning.

Command block

Choose an action during battle **P24, P28**.

Action cursor

Indicates the button you use, the enemy your action will target, and so on.

Luigi's HP & SP

♥ indicates HP, indicates SP **P35**.

Operations explanation

Displays an explanation of the operations you can do now.

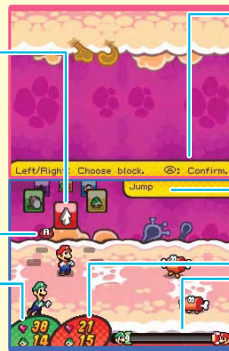
Command

Explains the command you're selecting.

Mario's HP & SP

Badge meter

When you get badges **P27**, this is displayed.



Mario & Luigi's command blocks

In battle, the character with the highest SPEED **P35** goes first. When your turn comes, choose your command block by pressing left/right on **+**, then hit it by jumping with the action button. You can cancel with **L**. As you progress on your adventure, the number of command blocks you can choose increase.



Note: See **P28** for Bowser's command blocks.



Jump **P25**
[solo action]

Attack by stomping enemies using a jump. If you stomp an enemy with spikes, etc. you'll take damage.



Hammer **P25**
[solo action]

Attack by hitting with the hammer.



Special Attack
P26

Attack with a Special Attack.

Note: You can only use this when Mario & Luigi work together.



Switch badges
P27

Switch your badges.



Item
P33

Use an item.



Flee

You can cancel with **L**.

Solo attack (Mario & Luigi)

Mario & Luigi share these attack methods.



Jump

If you time your jump attack right, you can stomp an enemy twice.



Choose an enemy with **+**.



Press the action button right as you stomp an enemy.



One more time, press the action button right as you stomp.



Hammer

When you raise your hammer and build up power, if you time your attack correctly, you can inflict heavier damage.



Choose an enemy with **+**.



When you've raised your hammer, press the action button.



Special Attack (Mario & Luigi)

This is a strong attack that uses up SP (special points), and it can only be used by Mario and Luigi working together. As you progress further into your adventure and collect Attack Pieces, the Special Attacks you can use increase.

Green Shell

Kick the shell back and forth, pressing (A) for Mario, (B) for Luigi.



Choose an enemy with +.



When the shell is in front of you, kick it with the action button. If you don't time it just right, you'll miss.



Checking how to do a Special Attack

There are various kinds of Special Attacks, each with a different technique. When you choose a Special Attack, the way to do it is displayed in the top screen. You can check on how to do an attack or practice one by choosing Specials from the Star Menu. **P35**



Badges (Mario & Luigi)

As you progress on your adventure, you can buy or find badges. When you put on badges, they have special effects in battle. The badges exhibit different effects depending on their combination.

Badge meter

When you make successful attacks, the meter builds; when it's full, it begins to pulse. While you're choosing command blocks, if you tap the pulsing bar, the badges release their effect.



Switching badges

If you select Switch Badges from the command blocks, you can switch badges. Press (R) to switch Mario's badge, and press (L) for Luigi's. When you press (A), you'll go to the confirmation screen. Choose Yes to go back to the battle. If you press (B), you'll go back to the battle without switching badges.

Note:



- When you switch badges, the meter is reset.
- You can also switch badges from the Star Menu. **P35**



Badge explanation


The conditions for building the badge meter and the badges' effects.

Bowser's command blocks

Choose a command block by pressing left or right with , then punch it with the action button to confirm. You can cancel by pressing . As you progress on your adventure, the number of command blocks you can use increase.




Punch

Attack one enemy at a time with a punch. Press  with the right timing to increase damage.




Flame

Attack all enemies by spitting fire. Press  with the right timing to increase damage.



Vacuum

Inhale all enemies by repeatedly pressing .

Note: When you're able to inhale, the vacuum block reacts like this: .



Special Attack

Attack using a Special Attack.

Note: Bowser's Special Attacks use the stylus.




Item

Use an item.



Flee

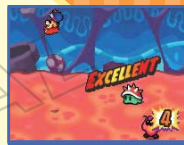
You can run away from battle. You drop coins while you're running away. Cancel by pressing .

A point about attacking

When you're attacking an enemy, make sure to press the action button in time with your action. You can deal more damage.



Wrong timing!



Perfect!

A point about being attacked


When you're attacked by an enemy, if you press the action button with good timing, you can avoid an attack, counterattack, and so on.

Action button

Before an enemy attacks, it gives some kind of sign, so observe carefully.



Abnormal status

When you're attacked by an enemy, your status might turn abnormal. Your status returns to normal after time has passed or you use a Refreshing Herb .



Dizzy

You're dizzy and cannot move.



Poison



Sick

You take damage with each turn.



Burn

You can't move and you take damage.



DEF down

Your defense power drops.

Battle result screen

If you knock out all enemies and win, you will acquire EXP (experience points) and coins. You can also get items. However, a character who finishes a battle with zero HP can't acquire EXP.



Acquired coins

Acquired EXP

Level-up screen

When your EXP reaches a fixed amount, you level up and your various stats increase. Also, you can choose one stat and add bonus points to it. Your current rank is displayed in the top screen.

Bonus points

Choose an stat by pressing up or down with \uparrow or \downarrow , then confirm with (A) or (X). If you choose the wrong stat by mistake, you can cancel with (B), (Y), or (L). When the slot starts spinning, press (A) or (X) again.

Stat \rightarrow P35



Giant battles

Bowser sometimes becomes giant and battles enemies \rightarrow P9. Tap the command icons to fight.

Note:

- Following the message on the screen, hold your DS vertically and get the stylus ready.
- When you hold your DS vertically, hold it so that the Touch Screen is on the left.



Command icon

Bowser's HP

Enemies' HP




Punch

Attack with a punch. When Bowser pulls back for his punch, an arrow is displayed. Slide quickly to the right with the stylus.



Flame

Attack by spitting fire. When the  icon is displayed, blow into the DS mic.

Note: There's no need to blow really hard or for very long. In order to prevent a mic malfunction, the DS speaker volume is automatically reduced while the Blow icon is displayed.



Item

Use an item.

Note: You can only use the items you've gotten while you're giant.



STAR MENU

From the field screen, if you press START, the Star Menu is displayed. If you press START, B, or Y, you'll go back to the field screen.

Star Menu screen

You can choose from six categories. Use to move the cursor and choose a category, and confirm with A or X.

Note: Badges and Specials are displayed once you've progressed into your adventure.



Character information

Displays a character's level, rank, HP, SP, and so on.

General play time

Badge meter

Info

Map

Specials

Gear

Coin count

Items

Cursor

Badges

Items

You can use items or check on key items.

Note: Press left/right on or L R to switch between items and key items.

How to use items

Choose the item you want to use from the bottom screen by pressing up/down on . Press A to confirm. Choose the character you want to target from the top screen by pressing left/right on . then press A to confirm.

There are various items. Surprise!



Item count

Item explanation



Examples of items

Mushroom	Restores 30 HP.	Syrup Jar	Restores 10 SP.
Spicy Drumstick	Restores 80 HP to Bowser.	Refreshing Herb	Cures abnormal status.
Nuts	Restores 20 HP to both bros.	Retry Clock	Restarts a battle from the beginning.



Gear

You can check out gear you got, or change gear.

Note: Switch the character displayed by pressing left/right on or or .

How to change gear

First press up/down on to choose the slot in which you want to equip gear, then confirm with . Next, press up/down on to choose the gear you want to equip from the Gear list, then confirm with .

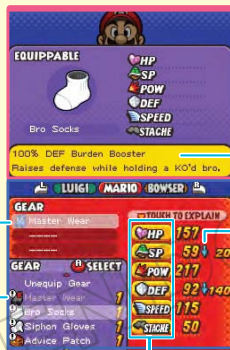
Note: The higher your rank, the more gear you can equip.

Gear

What you have currently equipped. When there's nothing equipped, "____" is displayed.

Gear

Equipped gear is marked with an for Mario, for Luigi, and for Bowser.



Explanation of gear

Effect on abilities

The effect on your abilities when you change gear. shows an increase, shows a decrease.

Stats icon

Tap to display an explanation of each statistic.



Info

You can check the details on stats, gear, how many EXP (experience points) needed to reach the next LV (level), and so on for Mario, Luigi, and Bowser.

HP	Health	SPEED	Speed
SP	Special Points	STACHE/HORN	
POW	Attack Power	The higher the points, the more likely something good might happen...	
DEF	Defense Power		



Badges

You can swap badges .



Specials

Check out the Special Attacks you've learned, or practice them.



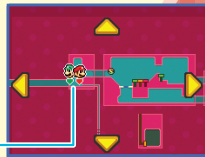
Map

Check your current location. Scroll around the map with .

Note:

You can also see the map by pressing SELECT from the field screen .

Current location





SHOP

You can buy and sell items and gear using the coins you've gotten. Mario and Luigi can use the shops in Toad Square and elsewhere, Bowser can use Broque Monsieur's shop.

Toad Square (Mario & Luigi only)

Located inside Bowser's body. There are four services: Items, Gear, Information, and Restore HP/SP. You can use them by talking to the Toad shopkeepers.

Buying items

Choose an item by pressing up/down on \updownarrow , then confirm with (A) or (X). On the next screen, choose the number you want to buy by pressing up/down on \updownarrow . Press (A) or (X) to buy, or (B) or (Y) to cancel.



Number of coins you have

Price

Selling items

Choose an item by pressing up/down on \updownarrow , then confirm with (A) or (X). On the next screen, choose the number you want to sell by pressing up/down on \updownarrow . Press (A) or (X) to sell, or (B) or (Y) to cancel.



Sale price

Buying gear

Press up/down on \updownarrow to choose gear, then press (A) or (X) to confirm. Press (A) or (X) again to go to the check screen. Cancel with (B) or (Y).



Change in stat

When you change gear, your stats can change. \uparrow shows an increase, \downarrow shows a decrease.

Broque Monsieur's shop (Bowser only)

A shop Broque Monsieur manages. You can also access it by punching shop blocks left in various places. And if you fulfill Broque Monsieur's wishes...



Scratch card

As you progress on your adventure, you gain the stat to scratch scratch cards after you shop. If you win, you get back some of the coins you spent.



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